

TO: OHSAA FB Officials

FROM: Bruce Maurer, DOD & Beau Rugg, Director of Officiating & Sports Management

Subject: FB Bulletin - Week 15; 11/24/21

Greetings!! We hope you had great game & a wonderful experience during Week 14. Please review this bulletin during your pre game. It covers items observed for Week 14. If you have any questions, please feel free to email me at bmaurer.38@gmail.com.

1. **DCO's & Observers: A HUGE THANK YOU** for your tremendous work and dedication. These officials & retired officials have given their time, effort, & expertise the past 4 weeks. WOW!! We have played 420 games to date and we had at least 1 and sometimes 2 observers at many of these games. We had approximately 150 Observers who helped us this year.
2. Start Times for SF's: Spectrum TV Games are 7:07pm (start scoreboard GC at 5:37pm) & Streamed Games are 7pm (start scoreboard GC at 5:30pm as usual).
3. Phantom Fouls: We have emphasized this in previous bulletins. A HC sent us a play where the offensive lineman was called for holding on a TD run. Upon reviewing the video many times there was obviously no holding – not even close to a hold. (This OH ended up being a 40 YD penalty when you count the penalty yardage & the yardage gained on the TD). Let your Mind Digest What Your Eyes Have Seen. You must be 100% positive it is a foul before throwing your flag. If you have any doubt about the call, then discuss it with your **Crew** once the ball is dead.
4. SLOW DOWN: **R** – If you see your crewmates in a hurry, use the signal for “balanced line” & move it up & down slightly & softly to communicate to them. We tend to get in trouble when we are in a hurry! “Hustle But Do Not Hurry”.
5. Getting It Right: Do you have the COURAGE to “step up to the plate” & make a “**Crew Save**” when it is warranted. This would include penalty enforcement, a foul called incorrectly, the GC, down #, or # of time-outs. We might not like “how it appears”, but the **ONLY** thing that really matters is, “Getting it Right”. A block in the back was called that was a side block -- at least 2 & possibly 3 other officials were looking there. Who can help this official get it right?
6. Personal Fouls: **MUST** be penalized – helmet to helmet, late hits, defenseless players. We have emphasized all year to swivel our heads after DB. There is no need to “stare at the DB spot
7. **R**: Fumble & no immediate COP signal by **Crew**: Count 2 seconds & then the **R** must stop the GC. This applies equally whether it is early in the game or with a tied score inside 2 minutes.
8. **Crew** Signaling: Spend some time in the mirror & go thru play situations in your mind & then react by doing the signals. Some of us need to slow down!! On a tight SL incompletion, we signal incomplete pass (2X) then we signaled the player was OOB's (2X). When we give the wind GC signal inside the field numbers we do it 2X slowly. Remember, if the **R** has “challenges” with the QB & a tackler, he has to watch this action. By the time he looks downfield, if the signal is given too quickly, he/she will not know the result of the play.
9. Cross Field Mechanics: We have missed some forward progress spots when the runner is driven back. **Front Side Wing** needs to look across the field as he approaches the forward progress spot. **Back Side Wing** needs to hustle to the near HM and mark it. Please discuss.

10. **Wings & PE:** It is imperative that both **Wings** mark off the yardage. We missed one earlier.
11. GC Late in 2nd & 4th Quarters: **R** - have the GC as a higher priority during this critical time.
Consume & Conserve happens rarely & can “bite us” when we least expect it. Please review this Rule & remember, “If in doubt, apply conserving/consuming time”.
12. LJ: Close to a first down; stop the GC immediately & take a look. Then either wind or measure.
13. GLM: Please refer to the GB. It states “You **MUST** be at the GL prior to the ball arriving there”.
Begin moving toward the GL immediately at the snap.
14. GC & 1st Down: **Crew** stopped the GC for a 1st down. 8 Seconds ran off the GC – who can see this & get it corrected? GC & PC awareness is very important.
15. Reverse Mechanics & **Wings:** When the FB is snapped between the - 5 YL & -10YL, R&R 2 mechanics is used. Both **Wings** take one step toward the GL at the snap, reading the QB, RB, & B Rushers. If the B Rushers threaten the QB &/or RB at the GL, move to the GL ASAP. These mechanics was started several years ago as Wings were observed moving downfield too soon rather than wait & see if the GL was going to be threatened.
16. Team TO’s: All 6 officials need to “flash” the # of TO’s to each other immediately after the **R** signals to the PB. **Wings** -- Enforce where teams are allowed during the TO. If the FB is spotted in the “red zone”, then move your team back to their 25YL right away.
17. Team TO’s: **R** has Primary Responsibility for correct # of time-outs on the scoreboard. Do NOT mark the ball ready until the board is correct.
18. End of Period: After communicating with the **R** that there is no extension, the **BJ** will move to the Succeeding Spot immediately. This gives the **Crew** an additional check.
19. **Crew:** Yes, an official can place his/her hands in his/her pockets. It is cold out there.
20. Pooch KO (**BJ/U**): If there is a “pooch” kick, high & short, between your SL & #'s, then stay on your SL for a better view.
21. Player in Motion & **Wings:** If the player closest to you is off the LOS & then goes in motion, drop your arm, if the player now closest to you, is on the LOS.
22. KO & **Wings:** Do you know when you wind the GC based upon where the FB is caught on the KO – in your side zone only. If not kicked into your side zone, then watch players, not the catch

We wish everyone a very Happy Thanksgiving!!